
Subject: Re: 3.4.4 Send_Message_Player Disconnect
Posted by [Jerad2142](#) on Wed, 10 Feb 2010 16:22:23 GMT
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I just say you guys make the function go though something like this.

```
void Send_Message_Player(GameObject *o,float red,float green,float blue,const char *msg);  
{  
    Text[238];  
    sprintf(Text,"%s",msg);  
    *DisplayToPlayerCode*(Text);  
}
```

I'd assume you guys would fix the problem with something simple like that, but really have no clue as bhs.dll isn't open source.
